

Score sheet for 31

Four games, 3 lives each

Date _____

Who loses lives at the end of a hand.

- A knock, and one player other than the knocker has the lowest hand: that player, 1 life.
- A knock, and the knocker ties for lowest: the other tied players, 1 life each. The knocker is safe.
- A player shows 31: every other player, the knocker included, 1 life each.

- A knock, and two or more players other than the knocker tie for lowest: each tied player, 1 life each.
- A knock, and the knocker alone has the lowest hand: the knocker, 2 lives.
- The stock ran out and play stopped with no knock: the lowest hand, and everyone tied with it, 1 life each.

Write each player’s name, then cross off a circle for each life they lose. When the last circle goes, tick On the county: the player keeps playing. The next loss puts them out, and so does losing 2 with 1 life left. The last player left wins. With more than 9 players, carry on in the next game’s block.

Game 1

Player	Lives	On the county	Out
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐

Game 2

Player	Lives	On the county	Out
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐

Game 3

Player	Lives	On the county	Out
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐

Game 4

Player	Lives	On the county	Out
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐
	○ ○ ○	☐	☐

